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IN THE CLAIMS:

Please amend claims 5, 13, 17, 21, 23, 25, and 27 as follows:

1-4. (Cancelled)

5. (Currently amended) A control method of a video game for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, comprising the steps of:

inputting and setting by the player a character string indicating a way of calling the player character in accordance with the operation of the player;

creating and registering a voice message for the game character calling to the player character in accordance with [[a]] progress of the game[[,]] on the basis of the set character string indicating the way of calling the player character or a preset calling word, wherein in creating and registering the voice message, if an accent cannot be determined based on one or more dictionaries for speech synthesis, more than one accent type of the voice message is displayed on a screen to enable the player to select one at will; and

reading and outputting the voice message registered in accordance with the progress of the game [[when]] in response to the game character [[calls]] calling to the player character, wherein

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the accent type displayed is prepared in accordance with the number of characters of the set character string.

6-12. (Cancelled)

13. (Currently amended) A control method of a video game for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, comprising the steps of:

inputting and setting by the player a character string representing a way of calling the player character in accordance with an operation of the player;

creating and registering the voice message of the game character calling to the player character[[,]] on the basis of the set character string representing the way of calling the player character or a preset calling word, wherein in creating and registering the voice message, if an accent cannot be determined based on one or more dictionaries for speech synthesis, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will; and

reading a registered voice message and variably outputting, in accordance with progress of the game, at least one of [[the]] intonation, volume and total average pitch of the voice message ~~variably in accordance with the progress of the game, when in~~

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response to the game character [[calls]] calling to the player character, wherein the accent type displayed is prepared in accordance with the number of characters of the set character string.

14-16. (Cancelled)

17. (Currently amended) A video game apparatus for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, comprising:

means for inputting and setting by the player a character string representing a way of calling the player character in accordance with an operation of the player;

means for creating a plurality of voice messages of the game character calling to the player character in accordance with [[a]] progress of the game~~[[,]]~~ on the basis of the set character string representing the way of calling the player character or a preset calling word, wherein said voice message creating means ~~has a~~ feature in which is arranged for determining an accent based on one or more dictionaries for speech synthesis and if an accent cannot be determined based on one or more dictionaries for speech synthesis, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will;

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means for registering the plurality of voice messages created corresponding to the progress of the game; and

means for reading selectively one of the plurality of voice messages registered in said means for registering in accordance with the progress of the game, ~~when~~ in response to the game character [[calls]] calling to the player character, wherein the accent types displayed are prepared in accordance with the number of characters of the set character string.

18-20. (Cancelled)

21. (Currently amended) A video game apparatus for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, comprising:

means for inputting and setting by the player a character string representing a way of calling the player character in accordance with an operation of the player;

means for creating at least one voice message of the game character calling to the player character~~[[,]]~~ on the basis of the set character string representing the way of calling the player character or a preset calling word, wherein said voice message creating means is arranged for determining an accent based on one or more dictionaries for speech synthesis and if the accent cannot be determined based on the one or more dictionaries for speech

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synthesis, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will;

means for registering said voice message created; and

means for varying at least one of ~~[[the]]~~ intonation, volume and total average pitch of the voice message registered in said means for registering in accordance with ~~[[the]]~~ progress of the game, ~~when~~ in response to the game character ~~[[calls]]~~ calling to the player character, wherein the accent types displayed are prepared in accordance with the number of characters of the set character string.

22. (Cancelled)

23. (Currently amended) A computer-readable medium having a video game program recorded thereon for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, wherein said video game program, when read by a computer, enables said computer to perform the steps of:

inputting and setting a character string by the player representing a way of calling the player character in accordance with an operation of the player;

creating and registering a plurality of voice messages of the game character calling to the player character in accordance with

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[[a]] progress of the game[[,]] on the basis of the set character string representing the way of calling the player character or a preset calling word, wherein in creating and registering the voice message, if an accent cannot be determined based on one or more dictionaries for speech synthesis, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will; and

reading and outputting one of the plurality of voice messages registered in accordance with the progress of the game, ~~when in~~ response to the game character ~~[[calls]]~~ calling to the player character, wherein the accent types displayed are prepared in accordance with the number of characters of the set character string.

24. (Cancelled)

25. (Currently amended) A computer-readable medium having a video game program recorded thereon for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, wherein said video game program, when read by a computer, enables said computer to perform the steps of:

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inputting and setting by the player a character string representing a way of calling the player character in accordance with an operation of the player;

creating and registering at least one voice message of the game character calling to the player character[[,]] on the basis of the set character string representing the way of calling the player character or a preset calling word, wherein in creating and registering the voice message, if an accent cannot be determined based on one or more dictionaries for speech synthesis, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will; and

reading a registered voice message and variably outputting, in accordance with progress of the game, at least one of [[the]] intonation, volume and total average pitch of the voice message ~~variably in accordance with the progress of the game, when in response to the game character [[calls]] calling~~ to the player character, wherein the accent types displayed are prepared in accordance with the number of characters of the set character string.

26. (Cancelled)

27. (Currently amended) A video game apparatus for proceeding with a game in such a way that a player character and a game

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character communicate in accordance with an operation of a player, in which the game character issues a voice message, comprising:

an input for inputting and setting by the player a character string representing a way of calling the player character in accordance with an operation of the player;

a processor connected to said input for creating at least one voice message of the game character calling to the player character[[,]] on the basis of the set character string representing the way of calling the player character or a preset calling word, wherein said processor is adapted to determine an accent based on one or more dictionaries for speech synthesis and to transmit a plurality of accent types of the voice message to be displayed to the player to enable the player to select at least one accent type at will if the accent cannot be determined based on the one or more dictionaries for speech synthesis; and

a memory connected to said processor for storing said voice message created, ~~and wherein~~ , said processor ~~[[is]]~~ being adapted to vary at least one of ~~[[the]]~~ intonation, volume and total average pitch of the voice message stored in said memory in accordance with ~~[[the]]~~ progress of the game, ~~when~~ in response to the game character ~~[[calls]]~~ calling to the player character, wherein the accent types to be displayed to the player are prepared in accordance with the number of characters of the set character string.